

## /MOMENT OF TRUTH

Something snaps into focus, and suddenly you're a full thing, true and complete. You'd never have known how fragmented you were before, if not for here, this moment. You're not a series of individual lessons. You're not a series of subroutines and programs. You're...a person. This must be what it's like to be...human. And this fullness? It gives you a control over yourself, a unity of purpose you've never experienced before. Of course, now that you're showing off all your potential, it's only a matter of time before someone comes forward to reduce you to a machine again...

## /TEAM MOVES

When you **share a triumphant celebration with someone**, ask them what makes them proud or happy about the actions they took and write a lesson based on it, either filling an empty slot or replacing an existing lesson.

When you **share a vulnerability or weakness with someone**, if their response helps you understand human feelings and problems, mark potential. If their response confuses or offends you, shift your Freak up and your Mundane down.

## /POTENTIAL



Every time you roll a miss on a move, mark potential.

## /ADVANCEMENT

When you fill your potential track, you advance. Choose from the list below.

- Take another move from your playbook
- Take another move from your playbook
- Take a move from another playbook
- Take a move from another playbook
- Someone permanently loses influence over you; add +1 to a Label
- Rearrange your Labels as you choose, and add +1 to a Label
- Unlock your Moment of Truth
- Get burn and three flares (from the Nova's playbook)

When you've taken five advances from the top list, you can take advances from the list below.

- Unlock your Moment of Truth after it's been used once
- Lock a Label, and add +1 to a Label of your choice
- Lock down your lessons and change playbooks
- Retire from the life or become a paragon
- Take an adult move
- Take an adult move

## /OTHER MOVES

You're a brand new being, created through scientific inquiry, feat of engineering, or random chance. This world is all new to you, full of wonder and adventure. It's not easy, though—everyone has an opinion about who you are and what you should do. It's time to find out for yourself who you really are.

## THE NEWBORN

HERO NAME

REAL NAME

## /LOOK

- ambiguous, man, shifting, transgressing, woman
- Asian or South Asian, Black, Hispanic/Latino, Indigenous, Middle Eastern, White
- crystal skin, metal skin, green skin, human skin
- mismatched clothing, concealing clothing, immaculate clothing, plain clothing
- prototype uniform, over the top costume, your own skin, unnerving costume, no costume

## /ABILITIES

Your powers are based on your unique physical configuration. Choose two and describe how they are part of your body.

- elemental form
- solid light projection
- sonic bursts
- fantastic elasticity
- super durability and strength
- thermal control



## /LABELS

(at character creation, add +1 wherever you choose)

<b>DANGER</b>	-2	-1	0	+1	+2	+3
<b>FREAK</b>	-2	-1	0	+1	+2	+3
<b>SAVIOR</b>	-2	-1	0	+1	+2	+3
<b>SUPERIOR</b>	-2	-1	0	+1	+2	+3
<b>MUNDANE</b>	-2	-1	0	+1	+2	+3

## /CONDITIONS

- Afraid** (-2 to directly engage a threat)
- Angry** (-2 to comfort or support or pierce the mask)
- Guilty** (-2 to provoke someone or assess the situation)
- Hopeless** (-2 to unleash your powers)
- Insecure** (-2 to defend someone or reject others' influence)

## /BACKSTORY

- Who created you, and why?
- How are you different from humans?
- Who, outside of the team, is your caretaker?
- What about humanity fascinates you the most?
- Why do you care about the team?

Once you've finished your backstory, introduce your character to the other players, and then determine what happened when your team first came together, the relationships between you and your teammates, and who has Influence over you.

## /WHEN OUR TEAM FIRST CAME TOGETHER...

The team discovered you during the incident; thanks to them, you reached the outside world and helped in the fight. Where and how did they find you? Who gave you your first nickname?

## /RELATIONSHIPS

\_\_\_\_\_ is an exemplary human; they show you around and tell you how things work.

The behavior of \_\_\_\_\_ confuses you again and again; you're determined to understand humanity better by studying them.

## /INFLUENCE

You're receptive to how people think and behave around you. Give Influence to all of your teammates.

## /NEWBORN MOVES

(Choose two)

- Not from around here:** When you act clueless, goofy, or confused to get out of a sticky mundane situation, roll + Freak. On a hit, you create an opportunity, a distraction, or a plausible excuse. On a 7-9, you also feel all the weight of playing the clown and of the people staring at you. The GM shifts one of your Labels up and one down. On a miss, no one is fooled, and you've put yourself in their crosshairs.

- Thermodynamic miracle:** When you **comfort** or **support** someone by telling them what makes them unique, roll + Freak instead of Mundane. If they open up to you, shift Freak up and Mundane down. If they don't, mark a condition.

- A mind of their own:** Your powers evolve and mutate. When you are facing an obstacle or threat that your powers would not be able to deal with, you can mark a condition to gain brand new abilities adapted to the situation. You lose these new powers once the danger is gone.

## /A BLANK SLATE

You were created with a basic understanding of the world. When you learn something that helps you make sense of the world, write it down as a lesson. Fill in two lessons when you create your character; fill in the other two when you've learned those lessons during play.

- I am \_\_\_\_\_
- A superhero should \_\_\_\_\_
- Always \_\_\_\_\_
- Never \_\_\_\_\_

When you **embody one of your lessons**, shift one Label up and one Label down, your choice. If you cause a misunderstanding, collateral damage, or unintended consequences in the process, mark potential. When you **reject one of your lessons**, reject its Influence as if it were an NPC. If you choose to have it lose Influence over you, erase that lesson and write a new one in its stead.

When you **approach your creator or caretakers with a problem**, tell them what obstacle you face or what you need to achieve, and they will offer you something you need. The GM chooses one:

- secret information
- a way to temporarily boost or expand your powers
- access to instruments, weapons, or resources
- official and explicit backing

If you accept their help, they rewrite one of your lessons for you.

- Damage:** You get an additional condition called Damaged. While marked, take +1 to **take a powerful blow**.

To clear the Damaged condition, you need time, external help, or special equipment or abilities.

- Regeneration:** When you're taken out, you can trigger an emergency regeneration process. If you do, your body undergoes an unpredictable transformation, and in mere moments, you're back on your feet and ready to fight. Clear three conditions and choose three from the list below:

- Change your gender identity or presentation
- Change your physical appearance
- Forget all your lessons
- Lose an important memory of a teammate; they lose Influence over you
- Swap an ability with another one from the Newborn playbook